

SCENARIOS

Although some space battles are straightforward affairs, with two fleets engaging each other simply to destroy the enemy, it is just as likely that the fleets will have a more specific objective to achieve, such as escorting a convoy or supporting a planetary assault. This section of Battlefleet Gothic provides the rules for fighting these different types of battle.

CHOOSING A SCENARIO

For your first couple of games we recommend you play the Cruiser Clash introductory scenario on page 68 while you get used to the rules and start building up your fleet. Once you have an idea of how the rules work you can try out some of the different scenarios that follow. There are ten scenarios in this book, divided into small scale raids and larger battles and below are several ways of deciding which to play.

Arbitrary Decision Method

This is by far the quickest and simplest method of choosing a scenario. Despite its rather grandiose title, this method merely involves the players picking a scenario they want to play because of the forces they have available, how much time they have, or just because it's their favourite.

Random Generation Method

If you wish to pick a scenario randomly, roll a D6. On a roll of a 1, 2 or 3, roll again on the Raids table. On a roll of a 4 or more, roll on the Battles table. Alternatively you can just decide whether you want to fight a raid or a battle and then roll on the appropriate table.

RAIDS

D6 Roll	Scenario
1	Cruiser Clash
2	The Bait
3	The Raiders
4	Blockade Run
5-6	Convoy

BATTLES

D6 Roll	Scenario
1	Exterminatus!
2	Surprise Attack
3	Planetary Assault
4	Escalating Engagement
5-6	Fleet Engagement

USING AN ATTACK RATING

Some fleets are intrinsically better than others at launching attacks and picking where and when they fight their battles. This may be due to a skilled admiral, faster ships, better organisation, or access to powerful pyskers who can scry the future and predict the enemy's actions. It also represents the fleet's ability to navigate warp space, as well as the wild, aggressive and often random nature of their attacks (particularly for Orks!). This is called a fleet's attack rating, which represents how likely they are to initiate a raid or battle (as opposed to being attacked themselves). The chart that follows shows the attack ratings of Imperial, Chaos, Ork and Eldar fleets.

ATTACK RATINGS

FLEET	ATTACK RATING
Imperial	2
Chaos	2
Ork	3
Eldar	4

You can use attack ratings to determine the scenario to be played by the following method. Each player rolls a number of D6 equal to their attack rating and chooses the best individual dice score. Compare the best scores of both sides. The fleet with the highest score has launched an attack and may choose which scenario to fight. If it is a draw, then determine a scenario randomly as already described.

DETERMINING ATTACKERS AND DEFENDERS

In many of the scenarios, one side will be attacking and the other side will be defending. If a scenario has an attacker and a defender, you can simply decide who is attacking and who is defending, or randomly choose which player is attacking by rolling a dice, tossing a coin, playing scissors-paper-stone or whatever. Alternatively, you can use the attack ratings given above. As with determining a scenario, both players roll a number of dice equal to their attack rating and the player with the highest single dice roll is the attacker.

If you are using attack ratings to determine the scenario being played (see above), the player who gets to choose the scenario is always the attacker.

THE SCENARIOS

Each scenario is presented in the following format:

Title and Overview presents the type of scenario being played, with a short description detailing the situation that faces the fleet commanders.

Forces tells you how to pick your fleets, usually in conjunction with the Fleet Lists section in this book. In some scenarios, one side may have random forces, or additional resources such as planetary defences, transport ships, etc.

Battlezone shows what restrictions there are, if any, on choosing a battlezone, as well as any compulsory celestial phenomena that must be placed on the tabletop.

Set-up gives instructions for each of the fleets, showing where they begin the battle, where any reinforcements arrive on the battlefield, etc. This section also tells you which of the fleets must be set up first.

First Turn tells you which fleet has the first turn. Often the players roll a D6 and the winner can choose whether to go first or second.

Special Rules gives you details of any rules that are specific to that scenario, such as making a planetary assault, using special Contact markers, squadrons being on standby orders and so forth.

Game Length tells you how many turns the battle will last for, together with any other events which may end the battle.

Victory Conditions is the important bit! It is here that you'll find what your fleet must do in order to win. Often victory points are used to determine the winner, and the rules for these are as follows.

VICTORY POINTS

In many scenarios, the winner will be the player who scores the most victory points. Victory points are a measure of how much damage a fleet has inflicted on its enemy and are won by crippling and destroying enemy ships. Additional victory points can also be scored by achieving certain objectives, as detailed in the Victory Conditions section of the scenario, such as escaping an attack or attacking an enemy base. Victory points are earned as follows:

Capital Ships

If a capital ship is destroyed, the opposing player earns a number of victory points equal to the ship's points value. This should also include the points value of any Admiral, Warmaster or Chaos Lord on board and any points spent on other types of upgrades.

If a capital ship is crippled, the opposing player earns 25% of its total points value (rounding up) as victory points.

At the end of the battle, the fleet that holds the field earns victory points for the number of hulks it can capture. Your fleet holds the field if all enemy ships have been destroyed (or have disengaged) and your fleet has at least one operational ship on the table at the end of the battle. If one fleet holds the field the player earns victory points equal to half of the points value of each hulk on the table. Note that you earn victory points for your own ships that have been reduced to hulks (you have denied valuable resources to the enemy) as well as enemy hulks.

Escort Ships,

Orbital Defences and Other Vessels

Each destroyed escort ship, planetary defence installation etc, earns a player a number of victory points equal to the vessel's or the installation's points value.

Disengaged Ships

Ships which have disengaged are worth 25% of their points value in victory points if they were crippled before they disengaged. If the ship disengaged before it was crippled it is worth victory points equal to 10% of its points value.

VICTORY POINTS SUMMARY

Each enemy ship destroyed – Victory points equal to its points value.

Each enemy capital ship crippled – Victory points equal to 25% of its points value, (rounded up).

Each enemy ship disengaged – Victory points equal to 25% of the enemy ship's points value (rounded up) if crippled, or 10% (rounded up) if not.

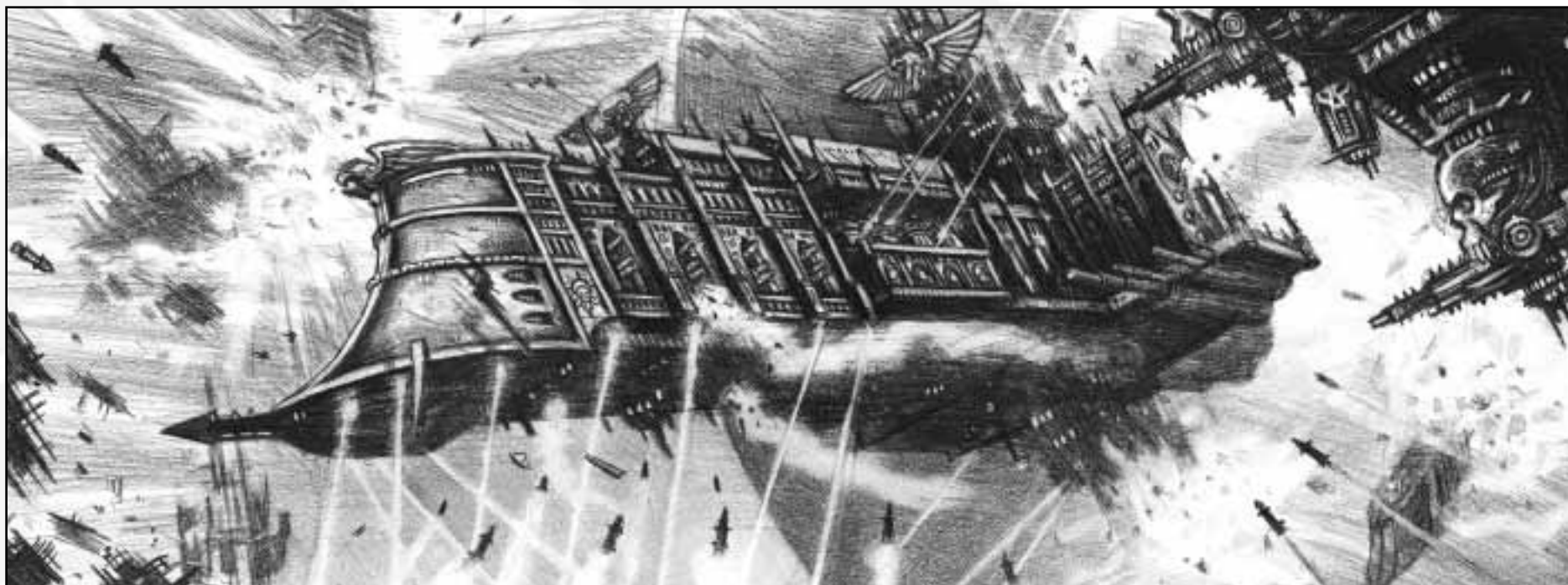
Holding the field – Victory points equal to 50% of the points value of each hulk (friend or foe) on the tabletop (rounded up).

Scenario objectives – Victory points are awarded as detailed in the individual scenarios.

PRE-BATTLE SUMMARY

1. **Determine Scenario.** You can choose a scenario, randomly generate one or use the attack ratings method.
2. **Decide Attacker and Defender.** If the scenario has an attacker and a defender you can randomly decide who is attacking, or use the attack ratings to determine the attacker. If you are using attack ratings to choose a scenario, the player who chooses is the attacker.
3. **Choose Forces.** Select your fleet following the instructions in the selected scenario.
4. **Set up Celestial Phenomena.** Determine the type of battlezone the game is played in and place any celestial phenomena on the tabletop (see page 41-46 for details of celestial phenomena).
5. **Generate Leadership.** Roll for the Leadership values of your ships and squadrons.
6. **Deploy Fleets.** Set up your ships on the table as outlined in the scenario.
7. **Determine First Turn.** Find out who has the first turn as detailed in the scenario.
8. **Start Fighting!**

Port Maw is the capital system of the Gothic Sector. The planet itself is the most productive hive world in the region, with a population of over 200 billion people. Orbiting above the world are three Naval stations, including Fleet Command for the whole of Battlefleet Gothic, Nexus Station – the Gothic Sector's largest shipbuilding and repair station. Port Maw's orbital defences outmatch even those of the Blackstone Fortresses and the Chaos fleet wisely decided not to launch an all-out attack against this base. Instead, the naval base was blockaded continuously for seven years by Chaos ships. During this time, only a handful of vessels managed to slip into or out of the system and the need for food and supplies became great. After seven years, a brief break in the warpstorms around the sub-sector gave the battlecruiser, *Sword of Redemption*, and several other capital ships the opportunity to launch an effective attack, driving the Chaos blockade from the system and allowing the navy to make much-needed use of Port Maw's considerable shipyard facilities.



SCENARIO ONE: CRUISER CLASH

The Cruiser Clash is an introduction to the *Battlefleet Gothic* rules and can be played with the ships that are included in the box. We suggest you play it several times when you're learning the rules, adding in extra rules from the *Alternatives* section as you become more familiar with the way the game works. After a couple of games you should hopefully be able to play a game using just the information on the playsheets.

In this battle, two forces of opposing cruisers have run into each other near to a system's jump point. Seeing their hated enemies, they immediately attack. The side which can inflict the most damage on the enemy will emerge victorious.

FORCES

Each fleet consists of between one and four cruisers (both sides have the same amount). Each ship is worth no more than 185 points and should be chosen from the appropriate fleet list. Refer to the *Ships of the Gothic Sector* section for characteristics, etc, of the different cruiser classes.

BATTLEZONE

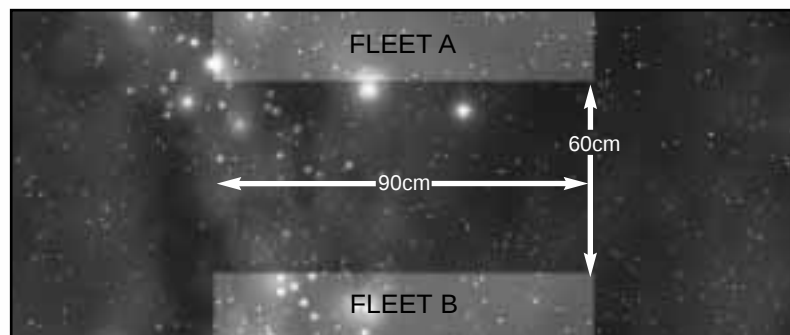
For your first game, we suggest you do not place any celestial phenomena.

SET-UP

Remember to roll for the Leadership values of your ships before setting them up, using the Leadership table on page 10 (also on the playsheet).

One player rolls a dice. On a 1, 2 or 3 they set up in the area marked Fleet A on the map. On a 4, 5 or 6 their ships must be set up in the Fleet B zone.

Next, both players roll a dice. The player with the lowest score sets up one of his cruisers first. The other player then sets up one of his ships and the players alternate deploying ships until all the cruisers are on the table. Ships may be put anywhere in the player's own deployment zone, but must be placed facing towards the opposite long table edge.



FIRST TURN

Both players roll a dice. The player with the highest score may choose whether to have the first or second turn.

GAME LENGTH

The game lasts until the players have had eight complete turns each or until one fleet has all its ships destroyed.

VICTORY CONDITIONS

Normal victory points are not used in this scenario. Instead, at the end of the game, each player scores 1 point for each point of damage they have inflicted on the enemy ships. A player scores an additional point for each crippled enemy ship, or 3 additional points for each destroyed enemy ship.

For example, if an enemy ship suffers 5 points of damage this earns the opposing player 5 points and an additional point because the ship has been crippled. Note that you only receive 3 additional points for destroyed ships – you do not also get the single point for the ship having been crippled before it was destroyed.

The player who scores the most victory points is the winner.

REFERENCE GUIDE

Below is a listing of the page numbers for the most common rules you will need in the *Cruiser Clash*:

- Leadership – page 10
- Movement – page 16-17
- Shooting – page 19-26
- Torpedoes – page 27-30
- End Phase – page 31

ALTERNATIVES

After you have played this scenario once or twice, you may like to introduce some of the other Battlefleet Gothic rules.

FORCES

One thing you could do is remove the restriction on the maximum points value of the cruisers, which means that you'll be able to take cruisers with nova cannons and launch bays if you want. Alternatively, you could allow each player one cruiser with launch bays in their fleet, or some other restriction. Refer to the Fleet lists for the points values of different cruisers.

As another alternative, the players can pick any number of cruisers, up to an agreed points value, using their fleet list. A good size to start with is 750 points, or 1,000 points if you want to include fleet commanders in your game. Fleet commanders are Admirals and Warmasters who lead the fleets into battle. The rules for fleet commanders can be found on page 104 and the fleet commander options available to a player are given at the start of their fleet list.

BATTLEZONE

Once you've got used to moving and shooting with your ships over an open table, you can try placing celestial phenomena on the tabletop. First of all, place a few gas and dust clouds on the table and after you've played with those a couple of times you might like to add a planet or some asteroid fields as well.

When you've got an idea of how these basic types of celestial phenomena work in the game (and the tactics you can use to make the most of them), you can use the full celestial phenomena rules. If you do this, roll a dice – on a roll of a 1, 2 or 3 the battle takes place in the outer reaches; on a 4, 5 or 6 the battle is fought in deep space. See the Celestial Phenomena section starting on page 41 for more details.

SET-UP

You may like to use the Set-up rules for the Fleet Engagement on page 80.

VICTORY CONDITIONS

Rather than adding up damage points, you can use the victory points system in the introduction to the Scenarios section.

ADVANCED RULES

Once you are familiar with the basic Battlefleet Gothic rules, you can use some of the Advanced Rules on pages 32-48. In particular you may like to try using the rules for ramming and boarding actions.



SCENARIO TWO : THE BAIT

A lone ship has been sent into a system to lure out the defending forces in an extended pursuit. Unknown to the pursuers, the fleeing vessel has some friends lying in wait up ahead.

FORCES

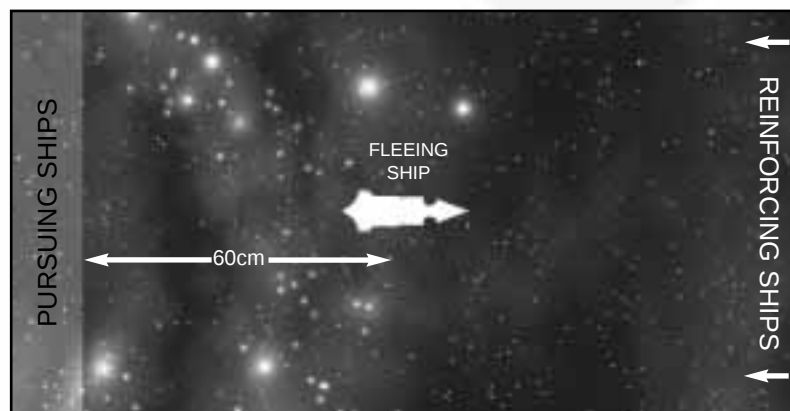
This scenario is a raid, so it plays well with forces worth up to 750 points. These are divided up as shown below.

Pursuing forces: Up to 500 points.

Pursued forces: One ship or squadron worth up to 250 points initially, with up to 500 points of reinforcements.

BATTLEZONE

This battle is most likely to take place in the outer reaches at the edge of a system, or in deep space near the jump point. If you are using a random battlezone generator, roll a D6: 1-3 = outer reaches, 4-6 = deep space.



SET-UP

The pursued vessel is placed in the centre of the table first, facing one of the short edges. The pursuers are deployed more than 60cm away behind it. Reinforcements for the pursued ship enter from the table edge in front of it.

FIRST TURN

The fleeing ship takes the first turn.

SPECIAL RULES

Any reinforcements for the fleeing ships may enter the table on any turn, including Turn 1. If the reinforcing ships enter after Turn 1, they may be deployed up to 30cm along the long table edges for each turn after the first.

For example, a Slaughter class cruiser enters as reinforcements on Turn 4, so it may be placed on the short table edge or up to 90cm along one of the long edges.

GAME LENGTH

The game continues until one fleet disengages or is destroyed.

VICTORY CONDITIONS

Standard victory points are earned for ships crippled or destroyed.



SCENARIO THREE: THE RAIDERS

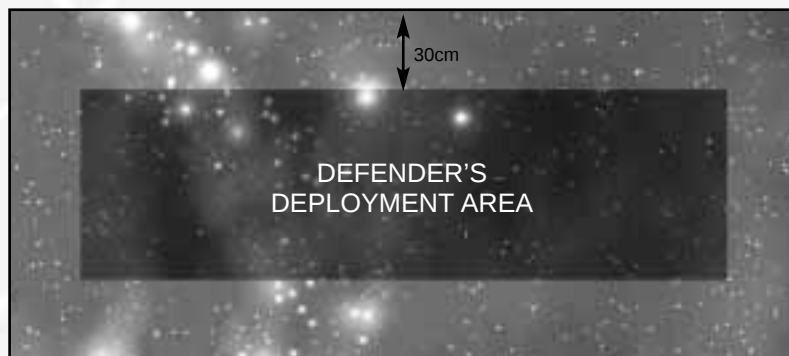
A small attacking force has been sent in to cripple or destroy as much of the enemy fleet as possible before they are destroyed themselves. If the attackers succeed, the defending fleet will be put out of operation for months, enabling the attacker's main fleet to roam the system unhindered.

FORCES

Agree a points limit for the battle. The defender may spend up to this points limit in total, while the attacker can spend up to half this total.

BATTLEZONE

The attack could take place on a fleet near a planet, or on one out in deep space, so set up celestial phenomena in any mutually agreed fashion.



SET-UP

The defender deploys his whole fleet first. The defending fleet must be set up with all the ships facing the same table edge and at least 30cm from any table edge. Each defending ship or squadron must be set up at least 20cm apart. The attacker moves his fleet on to the table from any edge in his first turn.

FIRST TURN

The attacker takes the first turn and moves his fleet on from one table edge.

SPECIAL RULES

For the first D6 turns, all the defender's ships suffer a -1 Leadership penalty to represent their reduced state of alert.

GAME LENGTH

The game continues for eight turns, or until one fleet disengages.

VICTORY CONDITIONS

Both fleets score victory points as normal and the fleet with the highest victory points total at the end of the battle wins.



SCENARIO FOUR: SURPRISE ATTACK

The attacking fleet has launched a pre-emptive strike against the enemy, catching them unawares while they are still taking on stores in dock. The defenders must try to muster a defence as quickly as possible, before they are destroyed piecemeal.

FORCES

Both fleets are picked to an equal points value. In addition, the defender may spend an extra D6x10 points on planetary defences for every 500 points (or part) in his fleet (ie, 10-60 points for up to 500 points of ships, 20-120 points for 501-1,000 points of ships and so on).

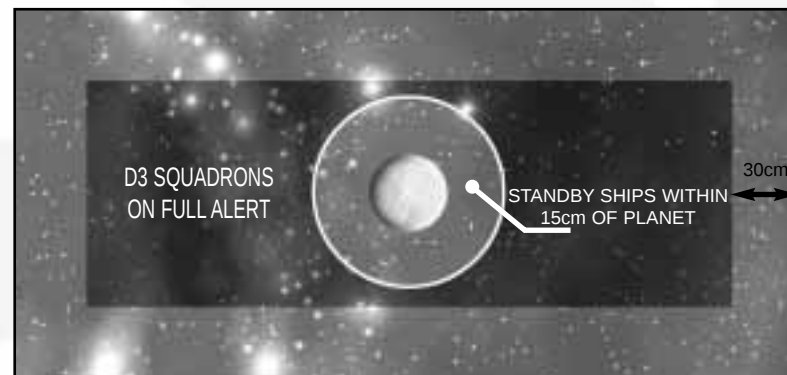
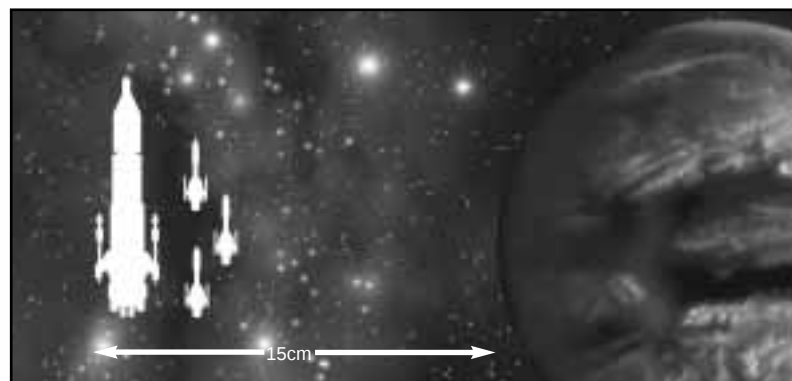
BATTLEZONE

A surprise attack normally takes place in the system's primary or inner biosphere. Set up a planet in the middle of the table. The planet's size depends upon the size of the battle: up to 500 points = small, between 500 to 1,500 points = medium, over 1,500 points = large. Generate rings, moons, etc as normal. Then determine which table edge is sunward and place other celestial phenomena as normal.

SET-UP

At the start of the game, the defender may choose D3 ships or squadrons to be on full alert. These ships may be set up anywhere on the table that is at least 30cm from a table edge. The rest of the defending fleet is still on standby. Squadrons on standby must be deployed with at least one ship within 15cm of the planet and all ships abeam of the planet's surface.

The attackers move on to the table edge of their choice in their first turn.



FIRST TURN

The attacker gets the first turn.

SPECIAL RULES

Ships on standby cannot move or fire until they change to alert status, though their shields, turrets and everything else will function normally even while on standby. To change to alert status, the squadron or ship must pass a Leadership test. Note that this is not a Command check, so failing with one squadron or ship will not prevent you from testing the others. A ship or squadron may not use special orders on the same turn that it goes on alert status.

GAME LENGTH

The game lasts until one fleet disengages or is destroyed.

VICTORY CONDITIONS

Both fleets score victory points as normal and the fleet with the highest victory points total at the end of the battle wins.

SCENARIO FIVE: BLOCKADE RUN

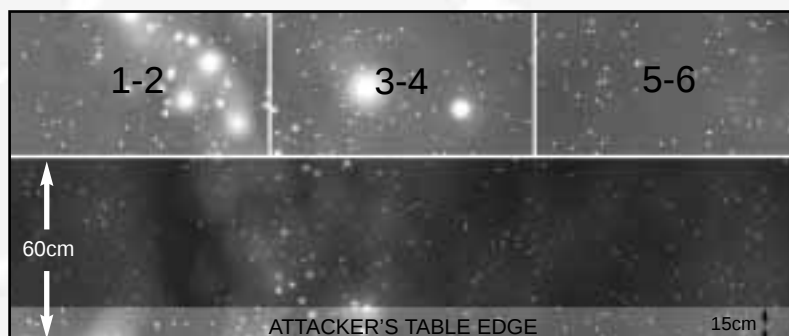
A fleet has been trapped in the system for several months, unable to fight past the enemy fleet blockading the jump point. A small attack force has been assembled to break through the blockade at its weakest point, to hopefully return with sufficient reinforcements to lift the blockade totally.

FORCES

Agree on a points value total for the battle. The blockading player may spend this many points on his fleet. The attacker (attempting to break the blockade) may spend up to half this points total on ships.

BATTLEZONE

The blockading force is stationed on the edges of the system, so the battle will take place in either the outer reaches or deep space.



SET-UP

Divide the table lengthways into thirds, as shown. The blockading player then sets up his fleet. Roll a D6 for each blockading ship or squadron to determine which third of the table it is deployed in. Blockading ships may start facing in any direction, but may not be placed within 60cm of the attacker's table edge. The attacker then sets up his force within 15cm of his table edge.

FIRST TURN

Both players roll a dice and the player with the highest score may choose whether to go first or second.

GAME LENGTH

The game lasts for six turns.

VICTORY CONDITIONS

Both players score victory points for destroying and crippling enemy ships as normal. In addition, the attacker scores victory points equal to the points value of any ships that he can move off via the blockading player's table edge. Crippled ships are worth a quarter of their points value if the attacker can get them off the table. The side with the most victory points wins.



SCENARIO SIX : CONVOY

In this scenario, the defender must escort a convoy of vital transport vessels into a star system threatened by enemy forces. In order to catch the convoy, the attacking forces have seeded a wide area of space with ships lurking on minimal power to avoid detection and clusters of 'deadfall' torpedoes which will activate and launch as soon as an enemy ship registers on their sensors. But this convoy is desperately needed and must run the gauntlet of ships and missiles to deliver the supplies it carries.

FORCES

The convoy must include at least two transport ships. For every two transports the defender may choose up to 100 points of ships to protect the convoy, which may be deployed in a maximum of one squadron per pair of transports in the convoy. The transports may be formed into a single squadron if you want.

The attackers are generated randomly. Make D3 rolls on the table below plus one extra roll for each pair of transport ships in the convoy.

D6 ROLL	RESULT
1	One deadfall torpedo or attack craft cluster
2	Two deadfall torpedo or attack craft clusters
3	Three deadfall torpedo or attack craft clusters
4	A squadron of escort ships worth up to 100 points
5	A squadron of escort ships worth up to 150 points
6	One capital ship worth up to 200 points

Escort squadrons and capital ships are chosen from the attacker's fleet list.



BATTLEZONE

The convoy could be attacked near a planet, or out in deep space, so set up celestial phenomena in any mutually agreed fashion. If you wish, you can use battlezone generators for the Convoy scenario. Roll to see which region of space the convoy is moving through and then generate celestial phenomena on the appropriate battlezone generator.

SET-UP

The attacking player sets up first. Place a face down Contact marker on the table for each capital ship, squadron, deadfall missile or attack craft cluster. Markers must be placed at least 30cm apart and may not be placed within 30cm of a table edge. If all of the counters cannot fit onto the table, start to double them up by placing an extra counter on top of each one already placed.

The convoy player then rolls a D6 to determine which short table edge the convoy enters from. Place one ship from the convoy at the edge of the table to mark the point where the convoy will move on from. The convoy may not enter the table within 45cm of either of the long table edges.

FIRST TURN

The convoy player takes the first turn. The convoy moves onto the table from the point indicated. Any ships which do not enter the table on the first turn must move on in the second convoy player's turn. Any convoy ships which fail to enter play on the second turn are considered to be lost in the warp and do not take part in the game.

SPECIAL RULES

The attacker's face down counters are activated by a convoy vessel moving within 30cm of them. Turn the activated counter face up as soon as the vessel moves within range and then complete the vessel's movement. Once the convoy player's movement phase is finished, deploy the attacking forces for any activated counters as follows.

The attacking player may voluntarily activate one counter at the start of his own movement phase to represent his forces detecting the approaching convoy. If any of the convoy player's ships are using special orders the attacking player may voluntarily activate up to two counters.

Deadfall torpedoes Replace the Contact marker with a D6+2 Strength torpedo salvo. The attacking player may orientate the torpedo salvo to fire in whichever direction he wishes. The torpedoes have a speed of 30cm and start moving in the next ordnance phase.

Attack craft Replace the Contact marker with D3+1 squadrons of attack craft. The attacking player can select any mix of fighters, bombers or assault boats and may place them together into a wave if he wants. The attack craft start moving in the next ordnance phase.

Squadron Place one ship from the squadron on top of the Contact marker. The rest of the squadron is placed in formation with the first ship, no closer to the enemy than the first ship placed. The squadron may be deployed facing in any direction, but all the ships in it must be pointing in the same direction.

Capital ship Place the capital ship on top of the Contact marker, facing in any direction the attacking player chooses.

GAME LENGTH

The battle continues until the last transport leaves the table or is destroyed.

VICTORY CONDITIONS

The success or failure of the convoy depends on the number of transports which get through. Only transports which cross the board and move off the opposite short table edge count for victory purposes.

TRANSPORTS

EXITING	RESULT
None	Attackers Win The defending forces have performed miserably. The attackers will feast well on their captured booty.
One	Attackers Marginal Win A single transport getting through was barely worth the risk of sending forces into hostile space. If the attackers can maintain this kind of stranglehold, the system is doomed.
Two Transports	Convoy Marginal Win The convoy has been defended adequately – two of the valuable transports made it. More would have been better though.
Three or more	Convoy Win The convoy has made it through with enough transports to stave off the current crisis. Medals and promotions all round!



SCENARIO SEVEN : PLANETARY ASSAULT

One fleet is attempting to deploy troops onto a contested planet, either to spearhead an invasion or reinforce existing armies. They must smash through the defenders and hold off any counter-attack while they send troops down to the planet's surface.

FORCES

Both fleets are of equal points. The defender can spend an extra D6x10 points on planetary defences for every 500 points (or part) in his fleet. The attacker may take two free transports for every 500 points (or part) in his fleet.

BATTLEZONE

A planetary assault normally takes place in the system's primary or inner biosphere. Place a planet no more than 150cm from one of the short table edges (roll a D6 to determine size: 1 = small, 2-5 = medium, 6 = large) and generate rings, moons etc as normal. Declare one table edge as sunward and set up other celestial phenomena as normal.

SET-UP

The defender can choose to place ships and squadrons either on patrol or on standby in high orbit within the planet's gravity. Roll a D6 for each defending ship/squadron on patrol: on a 1-3 the attacker may set up the ship/squadron, on a 4-6 the defender may set it up. Ships on patrol may be set up anywhere that is not within 30cm of a table edge or within an area of celestial phenomena. The defender always decides the facing of ships, regardless of who set them up. The attacker deploys his fleet within 15cm of the short table edge furthest from the planet. You will also need a separate low orbit table.



FIRST TURN

The players roll a D6. Whoever got the highest may take either the first or second turn.

SPECIAL RULES

Attacking ships must move within 30cm of the planet table edge on the low orbit table to send troops to the surface and bombard enemy positions. For each turn an attacking capital ship spends within 30cm of the planet edge, the

attacker scores 1 assault point. For each turn an attacking transport spends within 30cm of the planet edge, the attacker scores 2 assault points. A ship deploying troops or bombarding the planet may not do anything else that turn.

GAME LENGTH

The game lasts until one fleet is destroyed or disengages, or the attacker has scored 10 or more assault points.

VICTORY CONDITIONS

Add up the assault points earned by the attacker and add +1 to the total for every 500 victory points (rounding down) scored by the attacker for destroying or crippling ships and planetary defences. Deduct -1 assault point for every 500 victory points (rounding up) scored by the defender. Look up the adjusted assault point total on the table below.

TOTAL ASSAULT POINTS	RESULT
0-1	Defender's Victory The attacking forces achieved almost nothing. The pitiful amount of assaulting troops that reached the planet will be quickly annihilated.
2-5	Defender's Marginal Win The assaulting forces are prevented from making a substantial landing on the planet. Nonetheless, enemy detachments will now have to be hunted down and destroyed.
6-9	Attacker's Marginal Win The assault dropped enough troops, etc, to capture a large part of the planet's resources. Ongoing battles for control of the world will rage for months, even years.
10+	Attacker's Victory The attackers succeeded in sweeping aside the defending forces and staging decisive landings at key points all over the planet. Within a few weeks of mopping up, the attackers will have complete control of the planet.

*Note: If you are interested in playing Warhammer 40,000 and/or Epic 40,000 campaigns based around a planetary assault in Battlefleet Gothic, use the following points ratio:
Each assault point = 400 points in Epic 40,000 or 2,000 points in Warhammer 40,000.*

SCENARIO EIGHT: ESCALATING ENGAGEMENT

Two opposing fleets are in the area, each unsure of the enemy's size and disposition. As they split to spread their search wider, two groups come into contact and signal the rest of their fleets. Whose ships will arrive first? Will they be able to overcome the enemy? Only time will tell...

FORCES

Both players' fleets are split into five divisions. Each player takes five Contact markers to represent their divisions and assigns part of their fleet to each marker. Note down which vessels and squadrons are allocated to each marker.

There are no restrictions as to what ships can be in a division. Once a division moves onto the table, it is not constrained to stick together like a squadron. However, all five Contact markers must be allocated to at least some ships and they are drawn randomly, so an even split of forces is best. Also be warned that the time a division takes to arrive depends on the speed of its slowest vessel.

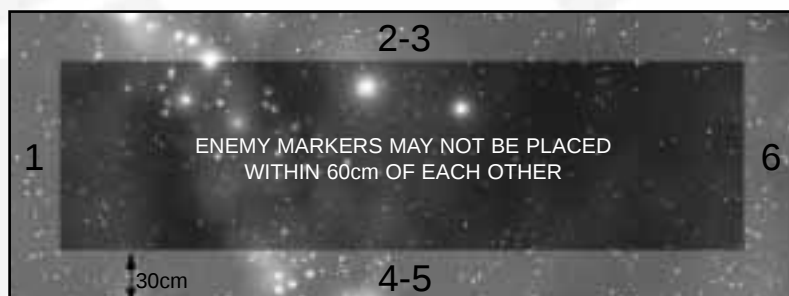
BATTLEZONE

Escalating engagements can occur anywhere from deep space to far inside a contested system, hence any method for placing celestial phenomena which can be mutually agreed by the players is acceptable.

SET-UP

At the start of battle, each player has only one division on the tabletop: the others arrive as reinforcements later. Each player randomly chooses one Contact marker for their starting force. Roll to see who places their marker first. A marker may be placed anywhere on the table that is not within 30cm of a table edge or within 60cm of an enemy marker.

Once both markers have been placed, deploy the ships from the divisions they represent anywhere within 10cm of the marker.



FIRST TURN

Once all ships have been deployed both players roll a D6 and the player with the higher score has the choice of whether to take the first or second turn.

SPECIAL RULES

In the end phase of each player's turn, the player randomly chooses another one of their Contact markers and places it along a randomly rolled table edge within the following restrictions:

- 1 The marker may not be placed within 60cm of any enemy ships.
- 1 If there are friendly ships within 30cm of the table edge the marker must be placed within 30cm of them.

At the beginning of a player's turn, he can try to bring additional ships into play by rolling a D6 for any Contact marker that is already in place on a table edge. The minimum score needed to bring the ships represented by that marker into play depends on the speed of the slowest ship in the division:

DIVISION'S SPEED	up to 20cm	25cm	30cm or more
Score needed to arrive*	5+	4+	3+

*If friendly ships are within 30cm of the Contact marker add +2 to the dice roll.

If the roll equals or beats the number needed, the ships of that division may move on to the table from anywhere along the table edge that is within 10cm of the Contact marker.

If the roll is failed, the Contact marker may be moved along the table edge by up to the speed of the slowest ship in the division.

GAME LENGTH

The game lasts until one fleet disengages or is destroyed.

VICTORY CONDITIONS

Both fleets score victory points as normal and the fleet with the highest victory points total at the end of the battle wins.

SCENARIO NINE: EXTERMINATUS!

The attacking fleet is escorting Exterminators, ships capable of laying waste to entire planetary populations or even obliterating all life on a world in a matter of hours. The Exterminator fleet must be stopped and every ship in the vicinity is rushing to defend the threatened planet.

FORCES

Agree a points total for the game. The attacker chooses a fleet up to this points value and in addition may take specialised Exterminator ships. The attackers may include a ship modified to become an Exterminator for every 1,000 points (or part) in his fleet (ie, up to 1,000 points = one Exterminator, 1,001-2,000 points = two Exterminators, etc.). Nominate any capital ship to be an Exterminator: the ship's prow armament is replaced by an Armageddon weapon, which can only be used against planetary targets (in effect the prow weapon is lost). An attacking Chaos fleet may choose to include an active Blackstone Fortress (with the rules given in the Chaos Ships section) instead of using modified capital ships. In this case the fortress does not sacrifice any of its weaponry to enable it to carry an Armageddon weapon.

The defender chooses a fleet to defend the planet and will receive additional reinforcements throughout the game. The defender may spend an extra D6x10 points on planetary defences for every 500 points (or part) in his fleet (ie, 10-60 points for up to 500 points of ships, 20-120 points for 501-1,000 points of ships, etc). If he wishes, the defender may also spend up to 25% of the points from his fleet on additional planetary defences.

Against the inky blackness I could see the Heartless Destroyer drifting with a dull red glow illuminating the billowing clouds of gas spilled from the ruptured hull. Gazing through the optics I saw another torpedo salvo zooming in towards her. At around two thousand the turrets opened up with an impressive show of firing and knocked down some of the torps, but they were already splitting, each one spawning a swarm of a dozen smaller fireflies which plunged through the cross-cross of defensive fire like meteors. A half second later they struck and pillars of orange flame geysered up from the impacts. The fiery pillars died away, leaving more glowing red pocks in her surface, but to our amazement the Destroyer heeled slowly about and fired another salvo, weaker now but still blinding against the blackness. We increased our speed to maximum and as we turned to port to fire our torpedoes, we headed into the expanding pattern of shock waves left in her wake. We sliced into them, but our speed made the ship shake and rattle from bow to stern. One particularly solid impact struck the bridge, perhaps a piece of debris moving too slowly for the shields. By the time we had recovered, the opportunity to launch our torpedoes had gone. We couldn't have fired them anyway since the battering we had taken had jammed the tubes. The final minutes of the battle were like a melee as destroyers darted around from every quarter of the void. The Vixago bore down on us from dead ahead after her torpedo run and we passed down her port side far too close for comfort!

Ensign Butler of the destroyer Opportunity on the destruction of the Chaos cruiser Heartless Destroyer at the battle of Duan.

BATTLEZONE

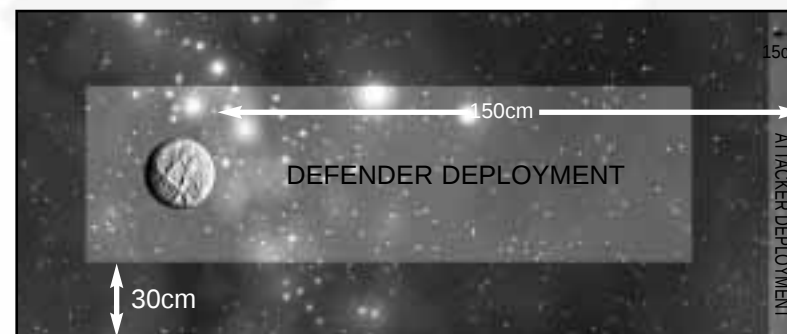
The battle is fought in the primary or inner biosphere. Place a planet no more than 150cm from one of the short table edges (roll a D6 to determine size: 1 = small, 2-5 = medium, 6=large), generating rings, moons etc. as normal. Declare one table edge as sunward, as detailed in the Celestial Phenomena rules and place extra phenomena following whichever method you choose.

SET-UP

The defender has most of his fleet stationed near to the planet as the enemy approaches, but several ships or squadrons are out on patrol and arrive later in the engagement. The defender must pick one capital ship or escort squadron to be on patrol for each 500 points in his fleet. These are kept to one side, not deployed at the start of the game. The remainder of the defending fleet may be deployed anywhere on the tabletop, but not within 30cm of a table edge.

The attacker sets up his entire fleet within 15cm of the table edge which is furthest from the planet.

You will also need a separate low orbit table, as described in the Celestial Phenomena section.



FIRST TURN

Each player rolls a dice and the player with the higher score may choose whether to go first or second.

SPECIAL RULES

The Exterminator/s must enter low orbit and move to within 45cm of the planet table edge. At the start of each turn that an Exterminator is within 45cm of the planet table edge, roll a dice. On a roll of a 4 or more it activates its Armageddon weapon and triggers a catastrophic event that will obliterate all life on the planet! The defenders may always target an Exterminator – if it is not the closest target then no Leadership test is required.

The defending fleet rolls for the arrival of its patrols at the start of each of the defender's turns. Roll a D6 for each defending capital ship and escort squadron which is not in play and compare it to the table below.

SHIP'S SPEED	up to 20cm	25cm	30cm or more
Score needed to arrive	5+	4+	3+

If the roll equals or beats the number shown, the ship arrives as a reinforcement on a randomly determined table edge.

1	2-3	6
D6 ROLL		
	4-5	

Note: If this scenario is being played as part of a campaign and the planet is destroyed roll on the table that follows.

D6 ROLL	RESULT
1-3	The system becomes uninhabited, mark it as such on the subsector map.
4-6	The system's primary world is destroyed but one or more other planets still bear life. Roll again to see what the system becomes: 1-3 agri-world, 4-6 mining planet.

GAME LENGTH

The game ends when one fleet disengages, all the attacker's Exterminators are destroyed, or an Exterminator destroys the planet.

VICTORY CONDITIONS

If one fleet disengages then it loses. If all the attacking Exterminators are destroyed, the defender wins. If the planet is destroyed then the attacker wins!



SCENARIO TEN : FLEET ENGAGEMENT

Although many space battles are fought between relatively small forces with very specific objectives – raiding convoys, making surprise strikes and so on – larger fleets will sometimes bring each other to battle to protect a system, hold the line or simply to destroy each other.

FORCES

Both fleets are picked to an equal points value.

BATTLEZONE

Fleet actions are normally fought in the primary or inner biospheres to keep a particular world outside bombardment range, but they could take place anywhere. Celestial phenomena can be set up in any mutually agreeable manner.

SET-UP

Each player must choose one of the following fleet formations. Compare the two formations chosen on the table below and use the set-up indicated.

Sphere: This formation attempts to spread the fleet broadly so that it envelops the enemy fleet, surrounding it as the ships close in. The sphere is vulnerable to a wedge formation which will break through the closing net.

Wedge: A wedge is easily surrounded by more complex formations such as the sphere and cross. However a wedge keeps the fleet closely packed together for mutual support and allows it to storm through thinly-spread opponents.

Cross: A formation which spreads ships out to run parallel with the enemy fleet, keeping them on the broadside for an extended engagement.

OPPONENTS CHOICE			
YOUR CHOICE	Sphere	Wedge	Cross
SPHERE	B	A(d.grey)/C(d.grey)	A(d.grey)/D(d.grey)
WEDGE	A(white)/C(white)	D(d.grey)/D(white)	B
CROSS	A (white)/D(white)	B	B

Notes: In a split result (ie, A(d.grey)/D(d.grey)) both players roll a D6 to see which set-up is used. The player whose fastest ship has a higher speed than any enemy ship adds +1 to his dice roll. The fleet with the best Admiral (ie, highest Leadership) adds +1 to its roll. The fleet with the most escort class ships adds +1. The winner of the dice roll may choose which set-up to use.

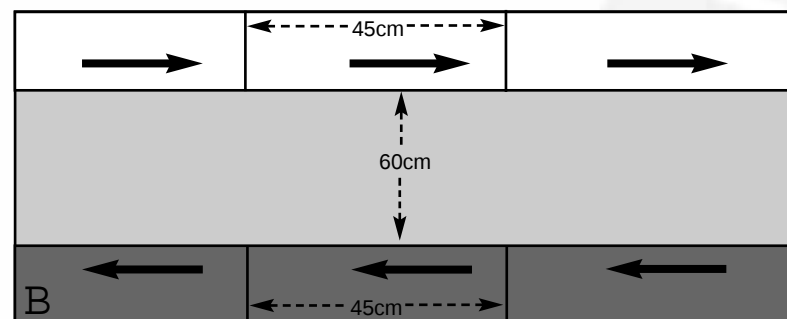
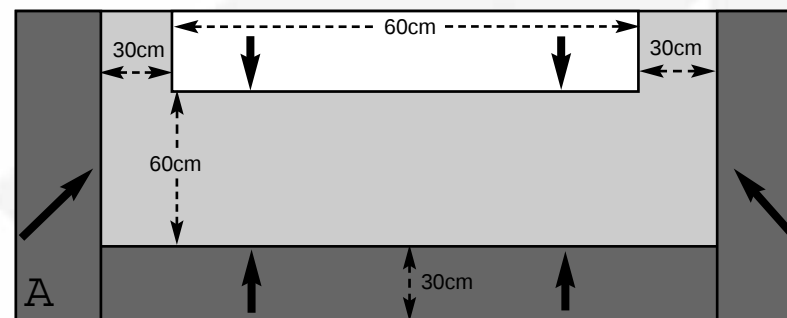
Once the set-up has been determined, both players roll a D6 and the player who rolls the lowest has to deploy a squadron or lone ship in their set-up area first. The players then alternate deploying ships or squadrons in their set-up areas until all forces have been deployed.

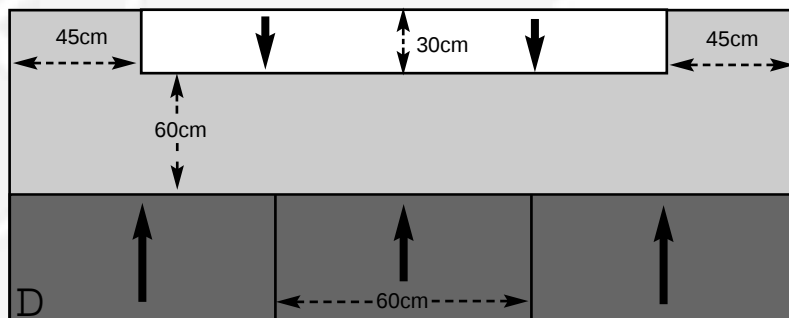
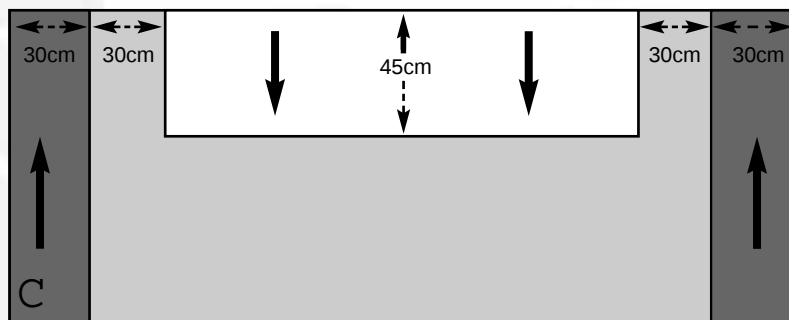
Divisions

Some set-ups split a fleet's deployment zone into several divisions. When this happens the fleet must deploy at least one ship or squadron in each division available.

Approach Angle

The set-up maps have arrows indicating the approach angle for the opposing fleets. As ships are deployed, they must be orientated so that they are travelling in the same direction as the arrows in their division.





FIRST TURN

Once all ships have been deployed both players roll a D6 and the player with the higher score has the choice of whether to take the first or the second turn.

GAME LENGTH

The game lasts until one fleet disengages or is destroyed.

VICTORY CONDITIONS

Both fleets score victory points as normal and the fleet with the highest victory points total wins.

Move the fleet to full alert. Squadrons Balthazar and M elchior break and encircle. Impressive to take up position on our starboard quarter. Vigilant to take up supporting position on port flank of Squadron M elchior. Accelerate to combat speed. Open gunports. Load main batteries and charge lances. Ready attack craft for immediate launch. Praise the Emperor, they'll not escape this time!

Admiral M ourdark, commanding the Legatus Stygies at the third Battle of Savaven



NAVAL OFFICER

SUB-PLOTS

Each player may generate a sub-plot if they wish (note that in a campaign you must generate a sub-plot each). Roll a D6. On a roll of 1-2, roll on the Legacies of War table. On a roll of 3-4, roll on the Chance Circumstances table. On a roll of 5-6, roll on the Secret Plays table.

Each sub-plot includes additional victory conditions, which may or may not complement your primary mission. If you are fighting a battle with sub-plots, there are four different victory results, depending on whether you win the main battle and if you complete your sub-plot objectives.

RENOWN

If you are playing in a campaign, you may gain or lose renown for achieving or failing in your sub-plot objective. This is given in brackets after the objective like this: (renown gained for completion/renown lost for failure). For example, the Extended Duty sub-plot is (+1/0) which means you gain an extra point of Renown for completing it, but you will not lose any if you fail.

OBJECTIVES ACHIEVED	BATTLE RESULT
Completed main mission and sub-plot	Heroic Victory! You will long be remembered as a magnificent commander. Epic tales will be told of your exploits, and your deeds and tactics will be taught to future generations.
Completed main mission	Victory! Your fame is growing, as someone who can get the job done despite minor set-backs and myriad distractions. Your name becomes synonymous with sound tactics and steadfast leadership.
Failed main mission but completed sub-plot	Heroic Defeat! You will be remembered for snatching honour from the jaws of defeat. Stories will tell of hopeless odds and unforeseeable circumstances. You will be remembered for your courage and determination.
Failed both main mission and sub-plot	Miserable Defeat! Your name becomes a watchword for incompetence and failure. If you die, you will not be missed. This is a dark day for your race...

Many naval commanders and captains were inspired tacticians and strategists, but some of the greatest plans were born out of sheer desperation. For example, Captain Cornwallis of the Invincible rammed a Chaos vessel he had crippled, just as it activated its warp engines. The two ships locked together and as they drifted through the warp, several boarding parties from the Imperial cruiser managed to deliver the killing blow.

There were also several reports of bomber crews making suicide runs against enemy ships, driving their craft into the hull of their target when their bombs and missiles had run out. Similar cases can be found in the actions of assault craft parties. The boarding parties set their Sharks to self-destruct after they had deployed onto the enemy vessel, ripping gaping holes in the side of the target ship, and then fighting to the last man to inflict as much internal damage as they could.

LEGACIES OF WAR TABLE

SCORE	SUB-PLOT
1	Gunnery Practice. In most space battles, victory went to the fleet with the best trained gun crews. It was not unusual for a fleet commander to order his captains to concentrate on gun drill training above all else. Roll a D6 for every capital ship in your fleet. On a 4, 5 or 6 the ship has a +1 Leadership bonus when attempting to go onto <i>Lock On</i> special orders. <i>Prove the wisdom of your commands and inflict at least 1 point of damage on every enemy capital ship. (+1/-1)</i>
2	Extended Duty. Towards the end of the Gothic War, both sides were in poor shape. Ships often went into battle still suffering from damage sustained in previous engagements, or suffering serious shortages of manpower and ammunition. Roll a D6 for each capital ship in your fleet. On a 1, it starts the battle with D3 damage points less than normal. On a 2, it suffers a -1 modifier to all Leadership tests for <i>Lock On & Reload Ordnance</i> special orders. On a 3+ the ship is unaffected. <i>Destroy/cripple more points of enemy ships than you lose. (+1/0)</i>
3	Blood Bond. Ships' captains working together over an extended period built up a great deal of camaraderie. They would often push their crew to ever greater efforts to avenge a fallen comrade. Equally, if the fleet lost too many ships, morale would suffer badly. If one of your capital ships is crippled or destroyed, all the other capital ships in the fleet gain +1 Leadership for the next turn. <i>Finish the battle with less than half your capital ships crippled or destroyed. (+1/-1)</i>
4	Fleet Experience. A fleet that spent a long period under the same commander would get to know his plans and thinking. In some cases, they would even be able to predict the fleet commander's orders. Any ship within 30cm of your fleet commander's ship may use his Leadership value instead of their own. <i>Your fleet commander's ship must survive the battle with at least 75% of its original damage left or lose the confidence of its subordinates. (+1/0)</i>
5	No Quarter! As the war dragged on, the battle of attrition escalated to astounding proportions. Often fleets were sent in to battle with no other objective than to blast the enemy out of the stars! <i>Cripple/destroy at least half the points value of the enemy fleet. (+1/-1)</i>
6	Vendetta. As the war progressed, worlds were razed and populations were enslaved or killed. Enemy ships became infamous for their exploits so it was a real boost to morale if these vessels could be destroyed. <i>Nominate one enemy capital ship to be the object of your vendetta. Cripple or destroy the nominated capital ship. (+1/-2)</i>

CHANCE CIRCUMSTANCES TABLE

SCORE	RESULT
1	Meteor Storm! Meteor storms were a major cause of damage to ships. Roll a D6 for each capital ship in your fleet. On a 1, 2 or 3, roll once on the Critical Damage table and apply the result to the ship at the start of the game. <i>There are no additional victory conditions. If you can win with your fleet in such disarray it will be truly heroic, if you fail you will be condemned for your poor navigation and inability to adapt to circumstance. (+3/-2)</i>
2	Signalling Problems. Due to the increased warp storms, Astropaths were frequently unable to communicate between star systems, so escort ships were used to carry orders instead. You may only use fleet commander re-rolls on squadrons that have a ship within 30cm of your fleet commander's ship. <i>At least half of your fleet's escorts must survive the battle. (+1/-1)</i>
3	Unexpected Help. Many ships were used in smaller numbers as long range patrols or scout fleets. In a good many battles, one side or the other had its strength unexpectedly bolstered by being joined by one of these roving ships or squadrons. You may add a single capital ship or squadron of escort ships totalling D3x50 points to your fleet before the game begins. <i>At least one ship from the reinforcements must survive the battle, without being crippled or destroyed, to continue its mission. (0/-2)</i>
4	Navigational Hazards. Asteroid fields and gas clouds can aid or hinder a fleet, depending on how well their cover is utilised. Roll a D6. D6 Effect 1-2 Place an extra gas/dust cloud on the tabletop. 3-4 Place two extra gas/dust clouds on the tabletop. 5 Place an extra asteroid field on the tabletop. 6 Place an extra asteroid field and D3 gas & dust clouds on the tabletop! <i>No additional victory conditions. Win and you'll be praised for using the environment against your foe, lose and you'll be cursed for not choosing a better battlezone! (+1/-1)</i>
5	Fresh Captain. Ship captains who proved themselves in battle would often be re-assigned to larger, better armed vessels. This meant that the captain's previous ship would have to spend time getting used to their new commander. Randomly select one of your capital ships (not including the fleet commander's vessel). This ship loses -1 Leadership. <i>The chosen ship must cripple or destroy enemy ships worth equal to or more than its own points value. (+1/-1).</i>
6	Enemy Plans. Boarding parties occasionally uncovered enemy plans. Each time you launch a boarding action against an enemy capital ship, roll a D6. On a score of a 4 or more, the enemy plans have been located. Add +1 to the roll if you board the opposing fleet commander's ship. <i>You must capture the enemy's battle plans. (+1/-1)</i>

SECRET PLOYS TABLE

SCORE SUB-PLOT

- 1** **Surprise Attack!** Although many battles were decided by sheer weight of fire and big guns, an almost equal number were won by one fleet surprising another while en route to its destination. A fleet commander who could ambush his enemy in such a fashion would have to maximise his advantage, before the enemy had time to organise themselves. The enemy fleet cannot go on to special orders for the first D3 turns.
There are no additional victory conditions. If you can win then your cunning strategy will be praised across the sector; if you fail you will be condemned for your hastiness and poorly thought out plan. (+2/-2)
- 2** **Secret Intelligence.** Spies and traitors could be found in nearly every fleet in the Gothic War. Although mostly they were only useful for informing the enemy about fleet movements at the strategic level, occasionally they could gain knowledge of the fleet commander's battle plan just prior to an engagement and get this information to the other side. You gain an extra fleet commander re-roll for this battle.
Nominate one enemy capital ship, where your informant is hiding out. You must board this ship, or make a hit-and-run attack on it at least once to extract the informer. (0/-1)
- 3** **Experimental Ship.** Both sides tried numerous ploys to gain whatever edge they could over their enemy. Strategy and tactics would be changed and one area of experiment was ship design itself. Many ships were fitted with one-off weapons, engines or shield systems and their performance was closely monitored. Even recovered ancient technology or alien artefacts were sometimes retro-fitted to a ship to change its performance in one way or another. Unfortunately, there was no perfect combination and whenever something was improved, something else had to be sacrificed to accommodate the new systems. Randomly select a capital ship in your fleet. This ship has recently been fitted with an experimental system that has yet to be tried out in the heat of battle. Roll a D6 on each of the following tables to see how the ship has been altered (re-roll the side effect if the two contradict each other):
- | | | | |
|-----------|---|-----------|---|
| D6 | Improvement | D6 | Side Effect |
| 1 | All weapons batteries/ lances +50% range. | 1 | -1 shield. |
| 2 | +1 shield. | 2 | All weapons batteries/lances are at 50% range. |
| 3 | Speed +5cm. | 3 | -2 damage. |
| 4 | +2 damage. | 4 | Speed -5cm. |
| 5 | Ship may make 90° turns. | 5 | -1 Leadership |
| 6 | +1 Leadership | 6 | Weapon battery firepower/ lances at 50% strength (rounding up). |
- You must prevent the experimental ship from being crippled or destroyed so that it may be examined and lessons learned about its performance. (+1/-1)*
- 4** **Desperate Mission.** It was not unusual for individual ships to be detached from the main fleet to undertake special missions. This could range from transporting attack plans, to small raids, or conveying Imperial Agents such as Inquisitors and Assassins to their secret destinations.
Nominate one of your capital ships as having to perform the desperate mission. You must prevent this ship from being crippled or destroyed. (+1/-1)
- 5** **Decoy.** There are instances throughout the war of both sides using decoy ships to distract the enemy and cause confusion. Often these decoys would be incredibly ancient, out-of-service vessels, or transports refitted to outwardly resemble warships. They would only have a skeleton crew and their objective would be to attract enemy fire and divert the enemy's attention away from your real warships. You may include an extra capital ship in your fleet. However, this vessel really has the characteristics of a transport ship. Do not tell your opponent which of your ships is the decoy until it is fired upon or fires itself. The decoy is worth zero victory points.
If the enemy fires with a capital ship at the decoy, then your ploy has succeeded. If he does not, then you have failed. (+1/-1)
- 6** **Hit and Run.** Although the war was a constant battle of attrition, speed was vital on occasion. If a fleet could hit hard and fast, it could attain its objectives before nearby enemy ships could react. If an attack could be quickly repulsed, then a swift counter-attack could scatter or destroy an enemy fleet.
Roll 2D6. This is the number of turns you have in which to win the game. If you have not won within this time limit then you have failed in your sub-plot, as your victory will not be as useful to the fleet. (+1/-1)